

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.-43. (Cancelled)

44. (Currently Amended) A gaming system comprising:

a first gaming machine comprising:

a first master gaming controller designed or configured i) to receive a first wager on a first game of chance, ii) to determine a first outcome for the first game of chance played on the gaming machine wherein the first outcome includes a first random component generated independently of input received at the first gaming machine by the first master gaming controller, iii) to display a first presentation of the first outcome for the first game of chance on a first display, iv) to receive a second outcome for a second game of chance played on a second gaming machine wherein the second outcome for the second game of chance is generated on the second gaming machine, v) to display a second presentation of the second outcome for the second game of chance on the first display while the first presentation is displayed on the first display and vi) to send the first outcome including at least the first random component to the second gaming machine;

a first input mechanism for receiving cash or indicia of credit for the first wager on the first gaming machine;

a first output mechanism for outputting cash or indicia of credit from the gaming machine on the first gaming machine;

the first display adapted for displaying at least the first presentation on the first gaming machine;

a first communication interface for communicating with the second gaming machine;

a first housing wherein at least the first master gaming controller, the first input mechanism, the first display and the first output mechanism are coupled to the first housing;

the second gaming machine comprising:

a second master gaming controller designed or configured a) to receive a second wager on the second game of chance, b) to determine the second outcome for the second game of chance wherein the second outcome includes a second random component generated independently of input received at the first gaming machine by second master gaming controller;

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c) to display the second presentation of the second outcome on a second display; d) to send the second outcome including at least the second random component to the first gaming machine, e) to receive the first outcome for the first game of chance played on the first gaming machine wherein the first outcome for the first game of chance is generated on the first gaming machine and f) to display the first presentation of the first outcome for the first game of chance on the second display while the second presentation is displayed on the second display;

a second input mechanism for receiving cash or indicia of credit for the second wager on the second gaming machine;

a second output mechanism for outputting cash or indicia of credit on the second gaming machine;

the second display for displaying the second game outcome presentation;

a second communication for communication with the first gaming machine;

a second housing, separate from the first housing, wherein at least the second master gaming controller, the second input mechanism, the second output mechanism and the second display are coupled to the second housing;

a network for allowing communications between the first gaming machine and the second gaming machine.

45. (Previously Presented) The gaming system of claim 44, wherein the first presentation is displayed on a first portion of the first display and the second presentation is displayed on a second portion of the first display.

46. (Previously Presented) The gaming system of claim 44, wherein the first master gaming controller and the second master gaming controller are each further designed or configured to combine at least a first portion of the first presentation and at least a second portion of the second presentation into a combined presentation and to display the combined presentation on the first display.

47. (Previously Presented) The gaming system of claim 46, wherein the first presentation includes a first element and the second present presentation includes a second element and wherein, when the first presentation and the second presentation are combined, the first element and the second element appear to interact during the combined presentation.

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48. (Previously Presented) The gaming system of claim 47, wherein the first presentation and the second presentation are for a video pachinko game and wherein the first element is a first video pachinko object resulting from the first wager on the first game of chance on the first gaming machine and the second element is a second video pachinko object resulting from the second wager on the second game of chance on the second gaming machine.

49. (Previously Presented) The gaming system of claim 48, wherein the first video pachinko object is a first video pachinko ball and the second video pachinko object is a second video pachinko ball and the first video pachinko ball and the second video pachinko ball appear to collide during the combined presentation.

50. (Previously Presented) The gaming system of claim 49, wherein the collision of the first video pachinko ball and the second video pachinko ball alters a first trajectory of the first video pachinko ball and a second trajectory of the second video pachinko ball in the combined presentation.

51. (Previously Presented) The gaming system of claim 46, wherein a bonus game is triggered from an event presented in the combined presentation.

52. (Previously Presented) The gaming system of claim 46, wherein one or more indicia are used to distinguish a first object in the combined presentation from a second object in the combined presentation.

53. (Previously Presented) The gaming system of claim 52, wherein the first object is associated with a first player and the second object is associated with a second player.

54. (Previously Presented) The gaming system of claim 52, wherein the first object is from the first presentation and second object is from the second presentation.

55. (Previously Presented) The gaming system of claim 46, wherein the combined presentation is displayed on the first gaming machine while the combined presentation is displayed on the second gaming machine.

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56. (Previously Presented) The gaming system of claim 46, wherein the combined presentation is displayed on a shared display that is visible from the first gaming machine and the second gaming machine.

57. (Previously Presented) The gaming system of claim 44, wherein the network comprises a wireless link, a wired link or combinations thereof.

58. (Previously Presented) The gaming system of claim 44, wherein the first gaming machine further comprises a third display and wherein the first presentation is displayed on the first display while the second presentation is displayed on the third display.

59. (Previously Presented) The gaming system of claim 44, wherein the second gaming machine further comprises a third display and wherein the first presentation is displayed on the third display while the second presentation is displayed on the second display.

60. (Previously Presented) The gaming system of claim 44, wherein the first gaming machine further comprises a third display and the second gaming machine comprises a fourth display and wherein the first presentation is displayed on the first display and the fourth display while the second presentation is displayed on the second display and the third display.

61. (Previously Presented) The gaming system of claim 44, wherein the first wager and the second wager are made at different times.

62. (Previously Presented) The gaming system of claim 44, wherein a first wager amount for the first wager is different from a second wager amount for the second wager.

63. (Previously Presented) The gaming system of claim 44, wherein a determination to trigger a bonus game that is presented both on the first gaming machine and the second gaming machine depends on a first event generated at the first gaming machine and a second event generated at the second gaming machine.

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64. (Previously Presented) The gaming system of claim 63, wherein the first event is a first wager amount input at the first gaming machine and the second event is a second wager amount input at the second gaming machine.

65. (Previously Presented) The gaming system of claim 64, wherein the bonus game is triggered when a total of the first wager amount and the second wager amount is above a threshold amount.

66. (Previously Presented) The gaming system of claim 44, wherein the first game of chance is selected from the group consisting of consisting of a balloon game, a pachinko game, a slot game, a keno game and a card game.

67. (Previously Presented) The gaming system of claim 44, wherein the second game of chance is selected from the group consisting a balloon game, a pachinko game, a slot game, a keno game and a card game.

68. (Previously Presented) The gaming system of claim 44, wherein the first presentation is displayed on a first portion of the second display and the second presentation is displayed on a second portion of the second display.